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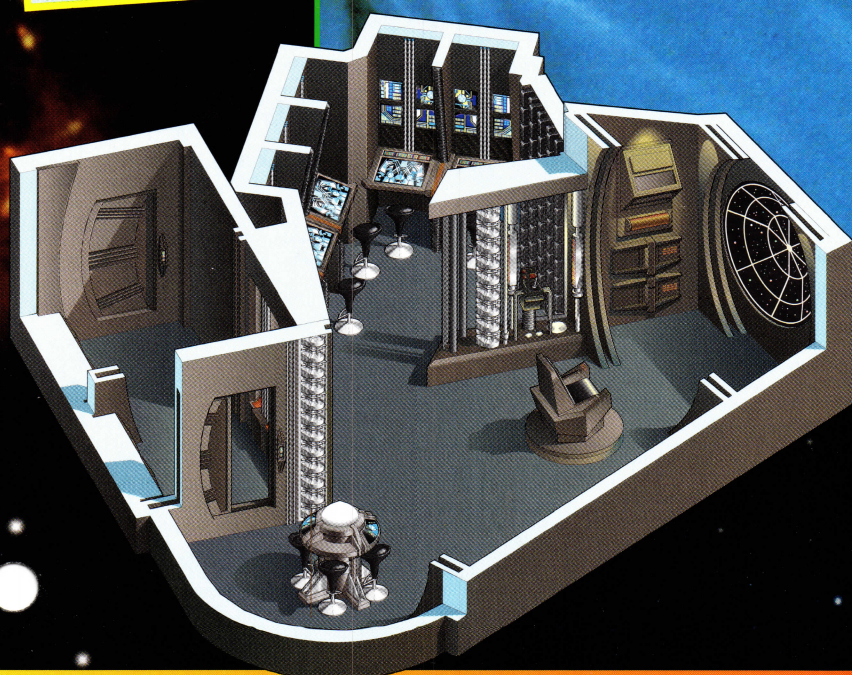
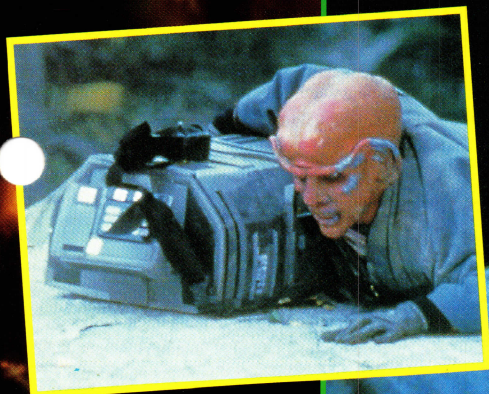
Meet the Tholians
Causing decades of trouble

Vulcan within the UFP
Bringing peace to the Galaxy

Profile on Glinn Damar
Gul Dukat's right hand man

Distress Beacons
Calling out the rescue parties

Samantha Wildman
Giving birth far from home



Sisko & the Maquis
Putting STARFLEET First

SEROSIAN VESSEL Command Chamber
Compact main bridge area of an alien craft.

ISSN 1364-3983





THE OFFICIAL STAR TREK[®] FACT FILES



CONTENTS: PART 86

The Guide to the STAR TREK Galaxy

The STAR TREK Timeline (Parts 77 and 78)
VULCAN Within the FEDERATION
BAJORAN Jewelry
The THOLIANS

FEDERATION STARFLEET

The *U.S.S. HOOD* NCC-42296

Non-FEDERATION Starship

The *SEROSIAN VESSEL*: Command Chamber

Personnel Files

BENJAMIN SIKO and the MAQUIS
ENSIGN SAMANTHA WILDMAN
DAMAR

Equipment & Technology

DISTRESS BEACON

Starship Log

STAR TREK: THE NEXT GENERATION –
‘Loud as a Whisper’/‘Unnatural Selection’
STAR TREK: DEEP SPACE NINE – ‘Profit and Loss’

A-Z Access Point

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COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

CARDASSIAN Food and Drink
The BARZAN Wormhole
The ANTICANS and the SELAY

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-D: WARP NACELLES
CONSTITUTION-Class Ships: Fleet Listings (Part 1)

NON-FEDERATION Starships

The Anti-time KLINGON ATTACK CRUISER

Personnel Files

GENERAL MARTOK on *DEEP SPACE NINE*
DATA's Failure to Be Human
BEN FINNEY

Equipment & Technology

MOBILE HOLOEMITTER

Starship Log

STAR TREK: The Original Series –
‘And the Children Shall Lead’/‘Spock's Brain’
STAR TREK: VOYAGER – ‘Worst Case Scenario’

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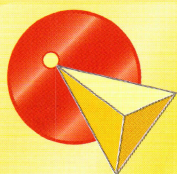
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Managing Editor: Trisha Palmer
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Design: Martin Ritchie, Danny Baldwin
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Artists: Rob Garrard, Peter Harper, Ian Fulwood, Studio Liddell, Stuart Wagland, Adam Willis
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COORDINATING EDITORS, LOS ANGELES:
Amanda Morris Conti, Michael M. Conti
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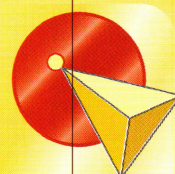
THE
VULCANS

The Guide to the STAR TREK Galaxy

FILE 8

CARD 9

VULCAN WITHIN THE FEDERATION



THE
VULCANS

Vulcan is one of the most important members of the United Federation of Planets, but has been careful to maintain its own identity and not to let the rich cultures of other worlds dilute its own history and traditions.

Vulcan is one of the founder members of the United Federation of Planets in 2161, and remains an important member of the organization. Many Vulcans play a key role in the early formation of the Federation, but some choose to pursue their careers closer to home; **T'Pol**, a revered Vulcan diplomat and judge, turns down a seat on the **Federation Council**. Her reason for refusing this position remains a personal matter.

Although the Federation's headquarters, **Starfleet** and **Starfleet Academy** are on Earth, the Vulcan influence throughout the Federation should not be underestimated. Noted for their work in the sciences, many Vulcans also possess exemplary diplomatic

skills. Their work as ambassadors, utilizing their calm logic and intelligence, helps to bring peace to warring cultures and also helps to encourage more worlds in achieving Federation membership.

Vulcan ambassadors such as **Sarek** and his son **Spock** have been responsible for bringing, among others, the **Coridan** worlds and the **Legarans** into the Federation, and for the **Khitomer Accords** that are the first steps toward a lasting peace with the **Klingon Empire**.

Sponsors of peace

Following the destruction of the Klingon moon **Praxis**, it is the Vulcans who turn the situation into an opportunity for peace and open a dialogue with **Chancellor Gorkon**. Many of the other races in the Federation are skeptical

Vulcan delegates and diplomats can often be seen at the United Federation of Planets headquarters. Their elaborate, imposing robes can make them seem somewhat intimidating, but they play an important role in many key decisions.

about the move, but the Vulcans are proved right and peace is achieved.

With a shared ancestry, the Vulcans and **Romulans** have a strong physical resemblance. When the Romulans want to send a spy into the Federation, their operative takes on the identity of **Ambassador T'Pol**, one of the Federation's most honored diplomats. It is the perfect cover to enable her to communicate with her true allies and even allows her to rendezvous with and transport onto one of their vessels before her true identity is revealed.

For many years, Vulcan had no involvement in



Starfleet at all; **Sarek**, perhaps echoing the beliefs of many of his people, saw Starfleet as a military operation, and the Vulcans do not impose 'peace' by force. It was several decades before **Spock**, a half-human, became the first Vulcan to enter the Academy and serve aboard a Starfleet vessel, opening the door for others to follow.

During the 23rd century, many Vulcans preferred to serve aboard Vulcan-only ships such as the **U.S.S. Intrepid**, and as late as the 2360's there are Starfleet vessels that have mostly Vulcan crews rather than full integration, such as the

U.S.S. Hera. The reasons for Vulcans' preference to stick with their own kind has more to do with practicality than xenophobia, however. Many Vulcans find themselves overloaded with the emotions that surround them on a ship whose crew complement contains many emotional beings, and this can cause them to feel uncomfortable and distracted. In addition, Vulcan nature can seem cold and dispassionate to non-Vulcans, causing misunderstandings between crew.

Problems overcome

Some are able to overcome this successfully, and many Vulcans have reached the ranks of captain and admiral, serving aboard starships, at Starfleet Academy and in **Starfleet Command**; they fill many roles, from science officer to medic to engineer. Starfleet Academy offers an ideal forum from which Vulcans can pass on their knowledge and wisdom to the other races of the Federation; Starfleet officers such as **Spock** and **Tuvok**, held prominent positions as academy instructors for many years.

Another reason for the Vulcans' reluctance to fully

LOGICAL PROGRESSION

Spirit of exploration

The Vulcans are the first extraterrestrial race to contact humans, but the crew of the **T'Polana-Hath** survey ship could hardly have dreamed what an impact their decision to land on Earth would have on the Galaxy. Many of the principles fundamental to the Federation and Starfleet are carried over from the ethics that governed the Vulcans' pre-Federation missions, particularly that of the Prime Directive. The **T'Polana-Hath** would not have landed on Earth had it not detected a warp signature, indicating that the human race had developed the technology for interplanetary travel.



Spock


Spock is the first Vulcan to join Starfleet. Prior to this, the Vulcans have carried out their own space missions.


First contact


The crew of the T'POLANA-HATH have no idea that their decision to land on Earth will lead to the formation of the United Federation of Planets a century later.




VULCAN FACTS

 The captain of the *U.S.S. Saratoga* at the time of the Battle of Wolf 359 is a Vulcan.

 Tuvok's parents thought that serving in Starfleet would help him to better understand other cultures.

 The Vulcans' long lifespans make them perfect for dealing with races who value continuity. Sarek worked on a treaty with the Legarans for 93 years – longer than most humans could have been involved.

 Sarek is one of the most famous Vulcans in Federation history. He was born in 2164, a mere three years after the Federation's formation, and is responsible for bringing many planets and races into the organization.




The Guide to the STAR TREK Galaxy

FILE 8 CARD 9

VULCAN WITHIN THE FEDERATION



 Security Minister Satok often works in conjunction with Starfleet to apprehend Vulcan criminals posing a threat to the Federation.

integrate is their belief that certain matters should be kept private. Spock's crewmates are unaware of even the existence of **Pon Farr** until he undergoes it aboard the *U.S.S. Enterprise NCC-1701* in 2267. More than 100 years later, when **Ensign Vorik** of the *U.S.S. Voyager NCC-74656* enters the mating

period, he and his Vulcan crewmate Tuvok still believe that it is a private matter that should not involve the rest of their crew.

Vulcans often seem happier to work in conjunction with others than to join with them completely, but they are open and willing to share knowledge with other races. The Vulcan security service, the **V'shar**, often works in conjunction with **Starfleet Security**, illustrated by **Security Minister Satok's** role in apprehending the Vulcan isolationist **T'Paal** in 2370. **Dr. M'Benga**, a human Starfleet medical officer working on the *U.S.S. Enterprise* during the 2260's, interned on a Vulcan ward, gaining a



valuable insight into Vulcan physiology.

Starfleet maintains close links with the **Vulcan Science Academy**, and often invites its scientists to be involved in major scientific research or development; **Dr. T'Pol**, the director of the academy from 2354 to 2369, is invited aboard the *U.S.S. Enterprise NCC-1701-D* to witness the testing of a new **metaphasic shield**.


Shortly after the discovery of the **Bajoran wormhole**, **Vulcan Ambassador Lojal** is among a Federation delegation that travels to **Deep Space Nine** to consider exploration possibilities in the **Gamma Quadrant**. Vulcan delegates have played important roles in almost all the key stages of the Federation's development,

from its very foundations to its current missions.

The Vulcans have also made their mark on the wider universe. Their culture and cuisine has spread far and wide; even **Deep Space Nine**, on the Federation frontier, has a Vulcan restaurant on its **Promenade**.

Some objections

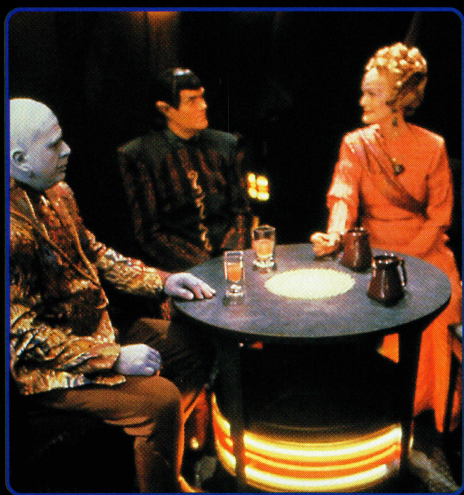
Not all Vulcans agree that the Federation has been a good thing for their race. Some extremists would still prefer that Vulcan isolate itself from the rest of the Galaxy, but thankfully these people represent only a very small minority. For most, there is little doubt that the Vulcans' continued involvement in the Federation and Starfleet is a great benefit to both their own people and the rest of the Galaxy.

 **T'Pol** is the only person ever to turn down a seat on the Federation Council. She is nevertheless remembered as an important figure in Vulcan and Federation history.

IN THE NAME OF PEACE

New horizons

The Vulcans are an inquisitive race whose interest in space travel is purely one of exploration. They have no desire to conquer the worlds they encounter, but are keen to exchange knowledge and to improve their own understanding of the Galaxy. Many Vulcans are excellent scientists and often work with Starfleet during missions of scientific exploration. They also make excellent Starship science officers; Captain James T. Kirk of the *U.S.S. Enterprise* thought that Vulcans were the ideal candidates to fill this role.



Many races

Ambassador Lojal is one of a group of Federation officials who travel to **DEEP SPACE NINE** to visit the **Bajoran wormhole**.

Change of heart

Sarek initially objects to Spock's decision to join Starfleet, but he eventually sees the good that comes from his son's membership.





The Guide to the STAR TREK Galaxy

FILE 10 CARD 14

BAJORAN JEWELRY



Bajoran earrings were once a symbol of the D'jarra, the rigid caste system that determined one's social standing and career from birth. Today they are worn for adornment, but still retain links to the past.

The **Bajorans** are such a deeply religious people that their spiritual beliefs are symbolized not only in the involvement of their religious leaders in politics and by the spiritual rituals in which every Bajoran participates, but extends even to the types of jewelry with which they choose to

adorn themselves. Jewelry, in the eyes of a Bajoran, should not only be beautiful, but serve a symbolic purpose; their jewelry represents more to them than most other cultures.

The most common example of Bajoran jewelry is the earring that

virtually every member of the race wears fastened on his or her right ear. Once a badge of identity, their function is now more decorative.

Indicator of identity

When the rigid **D'jarra** caste system ruled Bajorans' lives, dictating their place in society and the type of careers they were allowed to pursue, a Bajoran's identity was proudly incorporated into the design of his family's earring, which indicated trade and rank. One look at the earring revealed instant information



Individual D'jarra's

*This particular earring denotes Major Kira's family as being part of the **Ih'valla D'jarra**, which in earlier times would have required her to take up an artistic occupation.*

Sad farewell

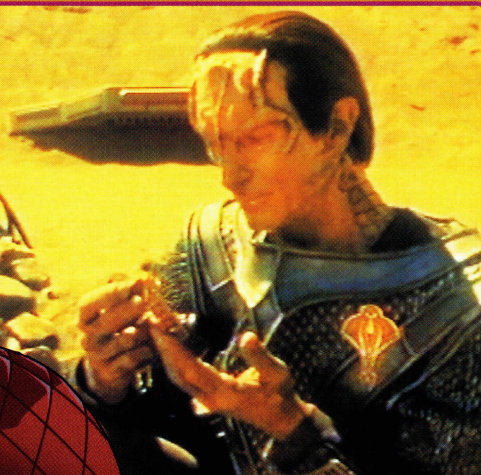
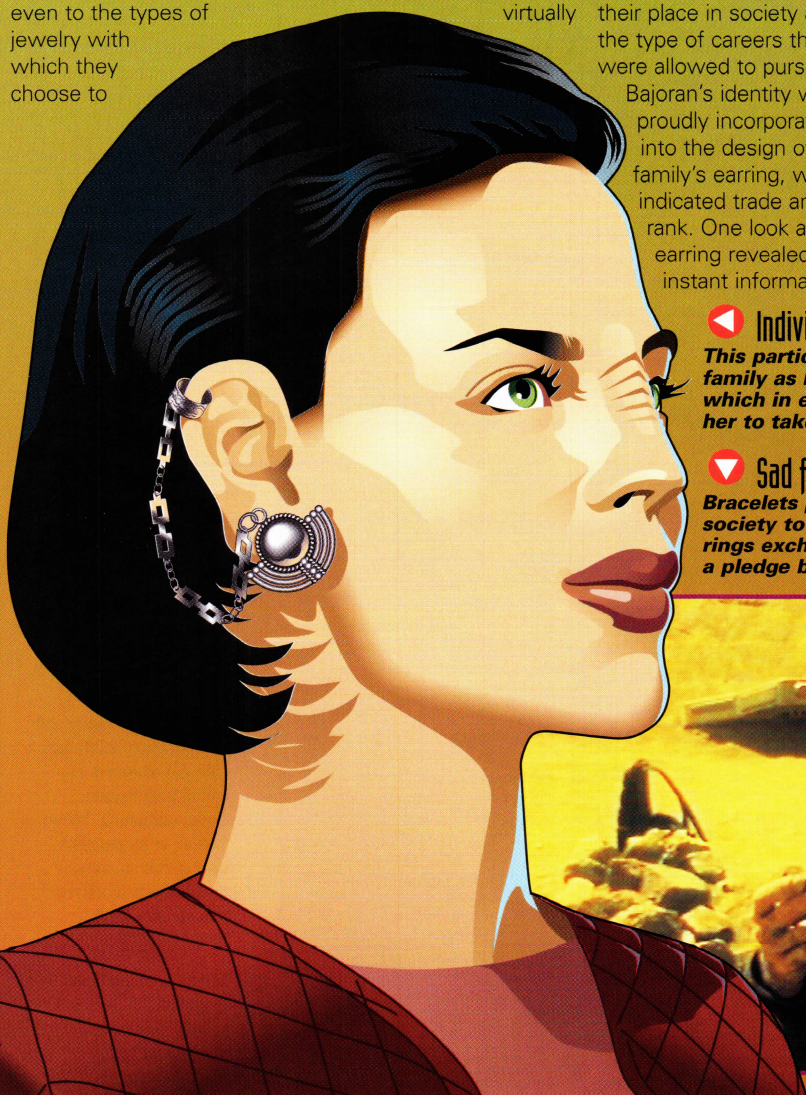
Bracelets play a similar role in Bajoran society to the engagement and wedding rings exchanged on Earth. Gul Dukat gave a pledge bracelet to his Bajoran mistress.

Religious devotion

Religious Bajorans in particular tend to wear especially large and elaborate earrings.

about its wearer, almost like the insignia worn by a **Starfleet** officer.

After the end of the occupation, the D'jarra was no longer practiced openly, but the custom of wearing an earring to identify oneself continues today as part of the Bajoran culture. Many earrings still proclaim the status of the wearer; religious figures and military officers, for example, often adapt their earrings to symbolize their profession and rank. Many Bajorans working in organizations outside their own race, such as Bajoran officers in **Starfleet**, may prefer to wear the earring, but it is at their captain's discretion.



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The Guide to the STAR TREK Galaxy

FILE 10 CARD 14

BAJORAN JEWELRY



Under the influence of Lwaxana Troi's Zanthi fever, Vedek Bareil offers Jadzia Dax a betrothal bracelet.

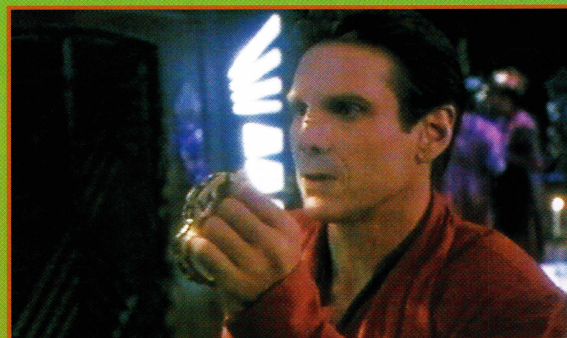
Commander Riker objects to Ensign Ro wearing an earring aboard the U.S.S. ENTERPRISE and asks her to remove it.



Some Bajorans wear the earring on their left rather than right ear. The significance of this is not clear.

Some Bajorans chose not to wear an earring within a professional environment, and put them on only for social engagements; others do not wear them at all. In addition, members of other races who wish to show a respect for the culture, such as those who marry Bajorans, may also choose to wear the earring.

Most Bajoran earrings are composed of diamide-laced birthium, and almost



all are hand-crafted by artisans who practice ancient crafts that have been passed down from generation to generation. Tourists to the planet Bajor

will often return home with an earring as a memento by which to remember their visit.

Bajoran bracelets

The bracelets worn by Bajorans are also symbolic. Courtship often leads to the gift of a pledge bracelet to symbolize deep affection. Typically, it is the male who makes the gift to the female, though increasingly women are becoming gift-givers; often there will be a mutual exchange of pledge bracelets.

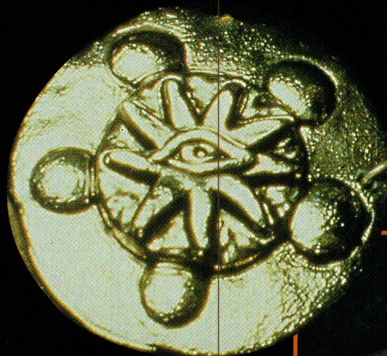
The betrothal bracelet is given by a man to his betrothed before marriage and signifies deeper feelings, and more of a commitment, than the pledge bracelet. A betrothal bracelet will often be passed down through a family for many generations. Bracelets from ancient Bajoran families have become priceless artifacts as well as a symbol of devotion.

VARIED DESIGNS

Function and beauty

Most Bajoran earrings are made of a silver-colored metal, and incorporate symbolic and pictorial designs. A Bajoran will wear a different earring depending on the occasion, such as a more elaborate one for a social function, and a smaller, neater one while carrying out business.

Most Bajoran designs are based on a circular motif, and this is reflected in many of the earrings.



Most earrings follow the basic design of a large stud that sits on the earlobe, attached to a simple cuff at the top of the ear by a linked chain.

Some earrings incorporate gems and colored or clear glass into their designs.

Bajoran prisoners, held illegally in a secret Cardassian labor camp, smuggled out the earring of resistance hero Li Nalas, knowing that this alone would be enough to bring a rescue party.



GALAXY FACTS

The Storyteller of a Bajoran village encountered by officers from Deep Space Nine wore a bracelet set with a stone that was claimed to be an Orb fragment.

Tuvok objected to Geron, a Bajoran crew member, wearing an elaborate earring during training.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 91



OTHER GROUPS
AND RACES

THE THOLIANS

The **Tholians** have caused problems for the **United Federation of Planets** for decades. They have threatened starships and attacked colonies, but, in recent years, the threat of the **Dominion** has led them to consider a less openly hostile approach.

The **Federation** has, on occasion, experienced strained relations with several races throughout the **Alpha**, **Delta**, and **Gamma Quadrants**, but few have proved to be as consistent a thorn in their side as the **Tholians**. This mysterious and unfriendly species inhabit an area near **Klingon** space, and are represented by a ruling body known as the **Tholian Assembly**. More detailed

information about the Tholians and their homeworld is unavailable.

Tholian physiology is very different to that of humans. Their outward appearance, which may be colorful armor or clothing rather than skin, is vaguely ovoid; the surface is made up of many colorful facets. Two bright points, believed to be eyes, are located approximately two-thirds of the way up their main body, and they appear to have a beak-like protrusion just below. The intense,

radiating patterns that permeate their external features appear to be in constant fluctuation and may be influenced by emotional or other physiological factors.

Valuable commodity

The sparsity of contact with the Tholians means that their produce is often extremely difficult to obtain and is therefore highly treasured. A good example is the finely woven material **Tholian silk**; the consistently strained



▲ **Commander Loskene is one of the first Tholians ever seen by Starfleet officers. He appears multi-colored, but this may be some form of body armor.**

relations between the Federation and the Tholian Assembly assure high prices and low availability; it is often only possible to obtain Tholian silk through direct connections with high-ranking members of the Tholian Assembly.

The Tholians are better

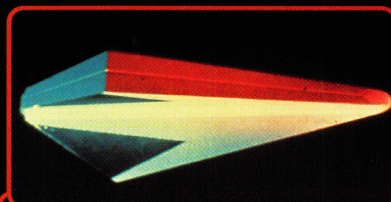
known for their quick tempers, however, than for their beautiful cloth. They are petulant and quick to use force, but their aggressive culture places great importance on punctuality and honesty; they have an extreme intolerance for deceit. However, their tendency toward hasty assumptions of others' dishonesty can create situations in which they may act with misguided and improper provocation.

The Tholians are well known for their aggressive territorial behavior. They annex areas of neighboring space in a seemingly arbitrary fashion, causing some unfortunate diplomatic incidents, and are quick to accuse other races' starships of

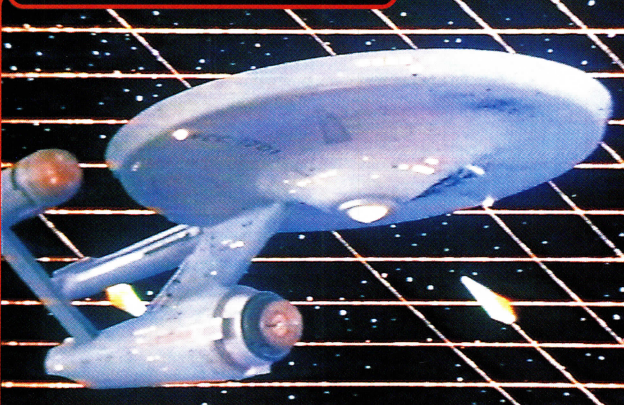
ELABORATE TRAP

Quick to attack

The crew of the **U.S.S. Enterprise NCC-1701** run into trouble with the Tholians while on a mission to rescue the **U.S.S. Defiant NCC-1764**, which has fallen into a spatial interphase in an area of space to which the Tholians claim territorial rights. The Tholians are quick to attack, and are not interested in explanations that this is a mercy mission; they just want the trespassers out of their space.



▶ **THOLIAN WEB SPINNERS** are long, arrowhead shaped craft with no obvious external markings. They usually operate in pairs.



▶ **THOLIAN SHIPS** 'spin' energy webs from the aft section of the vessels, completely surrounding the unfortunate craft they have ensnared. When the web is complete it is contracted, crushing the ship caught within.

Race The Tholians

Class Unknown

Quadrant Alpha

Homeworld Unknown

Government

Ruled by a governing body called the Tholian Assembly.

Technology

The Tholians are capable of space travel and their well-armed ships can cause a severe threat to Federation vessels and facilities. Tholians are punctual and abhor deceit.

Culture

Starship log

STAR TREK: The Original Series 'The Tholian Web'; STAR TREK: THE NEXT GENERATION 'The Icarus Factor'; STAR TREK: DEEP SPACE NINE 'Life Support'

OTHER CARDS IN THIS FILE...

12 THE BREEN

SEE OTHER FILES...

THE DOMINIONFile 16

OTHER STARSHIPSFile 40

STAR TREK:

The Original SeriesFile 68



GALAXY FACTS

- ▶ The petty criminal Razka Khan has often been in trouble with the Tholians, and seeks the refuge of the Badlands to avoid them catching up with him.
- ▶ Kasidy Yates tells Captain Sisko that she was going to rendezvous with a Tholian freighter in 2372, when she was in fact delivering cargo to a Maquis vessel.

trespassing in their space even when no transgression is intended. Once the accusation is made, the Tholians often take violent steps to remove the offending craft.

The Tholians' spacecraft are sleek and fast. Their wedge-shaped hulls possess three wings in a triangular configuration, one on each side and another along the top. They possess conventional beam weapons with the power to disable a **Starfleet Constitution**-class vessel, and also an energy field weapon that is unlike anything seen prior to its first use against the Federation in 2268. Their weapons appear to have a wide radius, resulting in a

circular, flower-like beam of force.

Spider's web

It is, however, their other weapon, known as a **Tholian web**, that is a far more dangerous implement of destruction. Two Tholian ships operate in tandem, 'spinning' the web – actually an interlacing energy field – between their aft sections. When this tractor field is complete, the enemy ship or ships are trapped inside, and the field then constricts to destroy them. The weapon can have devastating effects, and the only vessel known to have

ever escaped a completed Tholian web is the **U.S.S. Enterprise NCC-1701**, which, in 2268, was able to utilize a naturally occurring spatial interphase in order to gain release.

The Tholian ships' offensive capabilities, however, are rather more impressive than their defensive technology; they are readily susceptible to Starfleet **phaser** weaponry. As well as their deadly warships, the Tholian fleet is also known to possess more innocuous cargo freighters.

On numerous occasions over the last century, contact with the Tholian

◀ **Tholian ships have impressive conventional weapons as well as the capacity to spin webs. They fire deadly blue beams of directed energy that also cause a red, flower-like energy effect around the vessel. Their defenses, on the other hand, are minimal.**



▼ **Tholian silk is a rarity within the Federation and so is highly desired and very valuable. Starfleet Captain Benjamin Sisko obtained a Tholian silk scarf for his girlfriend with help from the Tholian ambassador, who owed him a favor.**

Assembly has resulted in violence against the Federation, or the threat thereof. In 2268, a Tholian ship captained by **Commander Loskene** fires on the **U.S.S. Enterprise** while that vessel is involved in an operation to rescue **Captain James T. Kirk**, who is trapped in an unstable area of space. The Tholians claim that the **Enterprise** is trespassing in space belonging to the Assembly, although Federation records show that the territory is considered to be free space.

The first recorded fatal encounter with the Tholians occurs in 2353 when, during a flare up of hostilities, the Tholians attack a Federation starbase. All personnel aboard the station are killed except for **Kyle Riker**, a renowned military strategist working for Starfleet in a civilian capacity.

Due to the ongoing

tensions between the Federation and the Tholian Assembly, **Starfleet Academy** continues to include simulated battles with Tholian spacecraft as part of cadet training as recently as 2355.

And the Federation is not the only Galactic power to encounter trouble from the Tholians; during the **Klingon** civil war in 2367, Klingon officials voice concerns that if the hostilities begin to spread, the Tholians will become involved. The reactionary politics and violent nature of the Tholians appears to be a problem for all the powers of the Galaxy; they seem no more friendly toward one than any other.

Possibilities for peace

In recent times, however, it has seemed that the Tholians are prepared to put hostilities behind them, and have opened formal diplomatic relations with the Federation. Tholian observers have been taking part in official Federation functions such as the Antwerp Conference held on Earth in 2371, and a Tholian ambassador has visited **Deep Space Nine**, a Federation starbase.

The Tholians have signed a non-aggression treaty with the **Dominion**, but this new threat may provide the ideal reason to extend the hand of friendship to the Federation and eventually lead to more productive relations.

HOSTILE RACE

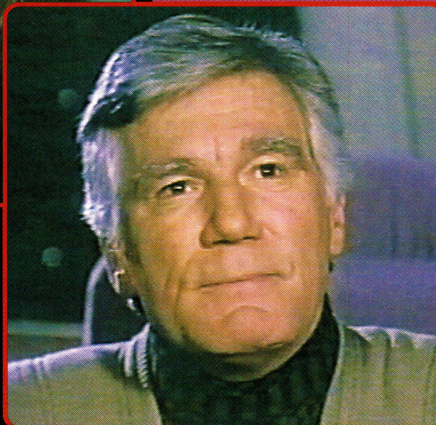
Getting involved

The Tholians seem to need little excuse to get involved with a conflict, whether it directly involves them or not. Klingon special emissary K'Ehleyr turns to Captain Picard for help when it looks as if the Tholians are going to get dragged into the Klingon civil war of 2367; her hope is that if the Klingons' internal affairs can be tied up quickly, the war will remain a purely Klingon affair, and will not escalate to full-blown hostilities involving other races. Captain Picard agrees – after all, the Federation has seen how devastating a Tholian assault can be, evidenced from that race's attack on a starbase 24 years earlier.



▲ **In 2367, K'Ehleyr feared that the territorial Tholians would become involved in the Klingon Civil War, leading to further hostilities.**

▶ **Kyle Riker, father of Will Riker, was one of the few survivors of a Tholian attack on a Federation starbase in 2353.**





FILE 31 OTHER FEDERATION STARSHIPS

TYPE:
EXCELSIOR-CLASS STARSHIP

REGISTRATION No:
NCC-42296

NAME:
U.S.S. HOOD

DORSAL VIEW

DEFLECTOR GRID

SHIP'S REGISTRY

MAIN BRIDGE

MAIN IMPULSE ENGINES

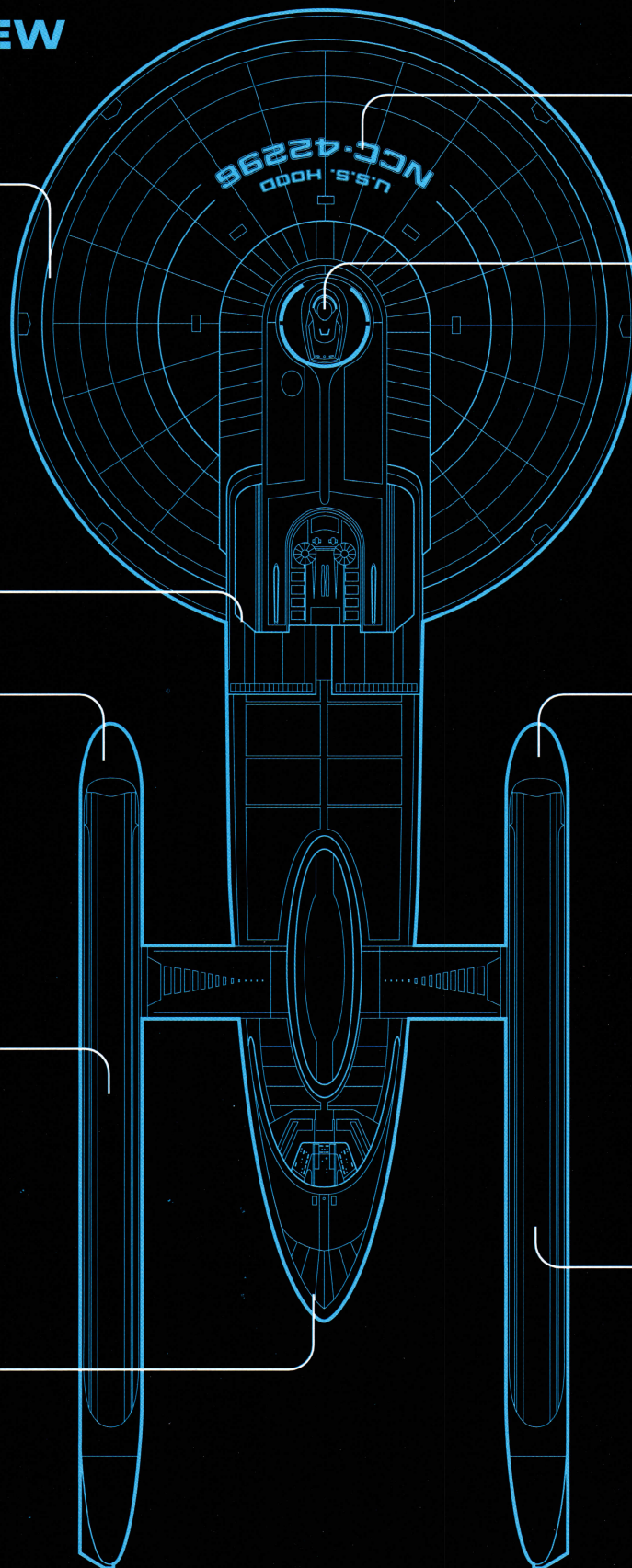
BUSSARD RAMSCOOP

BUSSARD RAMSCOOP

WARP NACELLE

WARP NACELLE

AFT SHUTTLEBAY





FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

EXCELSIOR-CLASS STARSHIP

REGISTRATION No:

NCC-42296

NAME:

U.S.S. HOOD

The *Excelsior*-class *U.S.S. Hood* is the second Starfleet vessel to bear this illustrious name. The ship often serves alongside the *U.S.S. Enterprise NCC-1701-D*, and was the previous posting of first officer Commander William Riker.

The *U.S.S. Hood*, registry *NCC-42296*, is one of Starfleet's day-to-day workhorse vessels, and is given duties encompassing defense, exploration, and scientific endeavor. The original *U.S.S. Hood* (registry *NCC-1703*), was a *Constitution*-class ship, as was the *U.S.S. Enterprise NCC-1701*, and the ship traces its lineage back to the Terran ship of the same name that fought in Earth's first two world wars. This was in turn named after Lord Hood, a naval admiral who commanded during Earth's American Revolutionary and Napoleonic wars.

The current ship to carry the name is a vessel of the long-serving *Excelsior* class first developed in the 2280's. A direct comparison with the *Galaxy*-class *U.S.S. Enterprise NCC-1701-D* helps to put the now somewhat outdated *Hood* into some perspective; seeing the two ships cruise side by side shows the *Hood* to be smaller in both total length and height. From the side, the *Hood* is sleek, looking as if it has been designed to cut through an atmosphere instead of the vacuum of space. Its twin warp nacelles are much narrower and

longer than those of the *Galaxy* class.

Instead of an oval main hull, the *Hood's* is much rounder in cross-section, and cuts back to connect to the flat nacelle pylons. The deflector dish is circular, glows blue, and is set deeply into the rounded leading edge of the main hull.

Its smaller saucer section indicates the smaller crew complement compared to the *Galaxy*-class.

A worthy captain

Any ship is only as good as its captain, and the *U.S.S. Hood* is lucky to have a highly experienced officer commanding its bridge. Captain Robert DeSoto, a close personal friend of Captain Picard and previous commanding officer of Commander William Riker (who was executive officer on the *Hood* before transferring to the *Enterprise*), is an affable and resourceful man who can be relied upon to carry out any task from routine transport duties between starbases to playing a vital support role on hazardous or sensitive missions.



Commanding the *U.S.S. HOOD* is Captain Robert DeSoto, with whom Commander William Riker served as first officer before his transfer to the *U.S.S. ENTERPRISE NCC-1701-D*.

Many of the *Hood's* missions during the 2360's see it linking up with the *Enterprise*. For example, it brings many of the crew to the ship for its maiden voyage. On Stardate 43779.3, Captain DeSoto has to make an urgent and unscheduled rendezvous with the *Enterprise* in the Hayashi system to deliver the Betazoid Tam Elbrun and passes on orders to proceed to Beta Stromgren for the encounter with the alien spaceborne life form known as Tin Man.

Varied missions

When Starfleet receive warnings of a possible Romulan build up at Nelvana III from defector Alidar Jarok in 2366, the *U.S.S. Hood* is one of the starships dispatched to the Romulan Neutral Zone border in order to prepare for a possible battle. This is a far cry from the more peaceful pursuits of terraforming, a duty it shares with the *U.S.S. Enterprise* at Browder IV later that year.

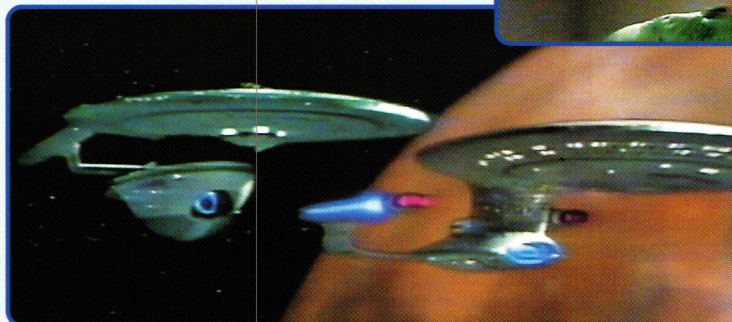
Sleek and versatile, *Excelsior*-class ships in general and the *U.S.S. Hood* in particular have become an elegant mainstay of the fleet. No matter how mundane its various missions may be, the crew of the *U.S.S. Hood* carry them out with a dedication to duty that does them and Captain DeSoto proud.



The *U.S.S. HOOD* ferries several *U.S.S. ENTERPRISE* crew members to Farpoint Station on planet Deneb IV, including Geordi La Forge, William Riker, Beverly Crusher and Wesley Crusher.



On Stardate 43779.3, Betazoid mission specialist Tam Elbrun is brought to a rendezvous with the *U.S.S. ENTERPRISE* by the *U.S.S. HOOD* as part of an investigation into a living alien ship called GOMTUU. The vessel is nicknamed 'Tin Man' by Starfleet.



Starfleet often assigns the *U.S.S. HOOD* and the *U.S.S. ENTERPRISE NCC-1701-D* to work in tandem on important or hazardous operations that require more than one starship.



Among the other important personnel the *U.S.S. HOOD* has transported, Admiral Leonard H. McCoy is one of the most famous.



Benjamin Sisko and the Maquis

Benjamin Sisko has always been in the front line of conflict with the renegade freedom fighters known as the **Maquis**, from the initial confrontation of the group under his old friend **Cal Hudson** to the betrayal of his former subordinate **Michael Eddington** and the arrest of his lover **Kasidy Yates**.

Captain Benjamin Sisko, commander of space station **Deep Space Nine**, has endured a long and changing relationship with the renegades known as the **Maquis**, who operate out of the **Demilitarized Zone** on the border with **Cardassian** space. Sisko first encounters them after unprovoked attacks begin on Cardassian ships and territories within the DMZ in 2370. He investigates, working with **Commander Calvin Hudson**, an officer who has been appointed as attaché to the **Federation** colonies remaining in the zone. A close friend, Hudson served with Sisko in **Starfleet** after they graduated in the same class at the Academy. Hudson's anger with the

treaty that has placed colony worlds within Cardassian borders is clear; he tries to show Sisko how much the settlers have accomplished without any Federation help.

Fighting for their lives

Unwilling to build new homes on far-off worlds and begin again elsewhere, the colonists would rather stay and fight. The Federation seems to have abandoned them, even though Starfleet has offered to move them to other planets. Out of these circumstances are born the Maquis; comprised of Federation citizens enraged by the Cardassian-Federation treaty, they believe the Cardassians are secretly supplying weapons to their worlds within the DMZ. While Sisko is

PROFILE ON CONFRONTATION

NAME: Benjamin Sisko

BRIEFING: Conflicts with the Maquis.

DATE: 2370

EVENT: The Maquis are formed.

DATE: 2371

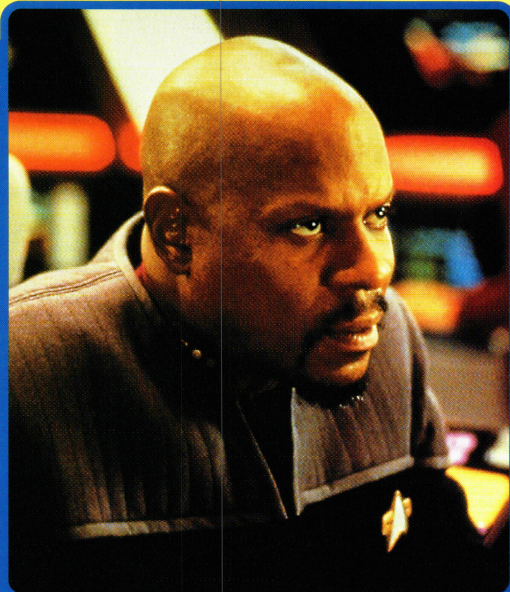
EVENT: Thomas Riker steals the *U.S.S. Defiant*.

DATE: 2372

EVENT: Kasidy Yates arrested, Michael Eddington escapes.

DATE: 2373

EVENT: Eddington is captured, but is later killed during a Maquis rescue.



Benjamin Sisko has seen the Maquis grow from a vocal minority into a political power group at war with the forces of the Cardassian Union. Despite his sympathy for the Maquis cause, he has to stay true to his Starfleet oath and do his utmost to stop their illegal activities.

THE HUNTED AND THE HUNTED

★ Searching for Riker

When Maquis recruit Thomas Riker hijacks the *U.S.S. Defiant*, Sisko is forced to work with Gul Dukat to avert any possibility of war.

★ At gunpoint

Sisko goes to extreme lengths to track down and capture his renegade officer, Michael Eddington.



★ Alliance

After finally arresting Eddington, Sisko is involved in his ploy to force the rescue of a group of Maquis from the Badlands.



sympathetic with the Maquis' desires, he cannot condone their methods; when they are proven to be responsible for destroying the *Bok'Nor*, a Cardassian freighter, Sisko feels "They have crossed the line".

Between duty and honor

Initial attempts by the Cardassians and Starfleet to subdue this movement meet with little success, and when Hudson is

revealed to be a leading member, Sisko is torn between friendship and duty. The problem reaches a critical stage when Sisko leads a task force to prevent Hudson and the Maquis from launching an attack which could shatter the fragile peace treaty.

With the help of Gul Dukat, Sisko averts the attack and also exposes the clandestine actions of the Cardassians, who are smuggling weapons into the DMZ. But Sisko knows that the war will continue; he cannot condone his old friend's actions, but he is equally angry at the Federation, who consider the renegades to be simply "irresponsible hotheads".

The Maquis are angry, scared, and determined people, and Sisko knows

Benjamin Sisko and the Maquis



"Eddington died fighting for what he believed in. I called him a traitor once, but in a way he was the most loyal man I ever met. He was a Maquis, right up to the bitter end."

— Benjamin Sisko to Jadzia Dax

★ Kasidy's choice

Sisko is shocked to discover that his lover, freighter captain Kasidy Yates, is shipping medical supplies to the Maquis aboard her ship, the XHOSA. Kasidy is eventually imprisoned for her involvement.



once more in order to prevent the *Defiant's* destruction and the deaths of Riker's crew and their hostage, **Major Kira Nerys**.

Later that year, when Starfleet become concerned about the loyalties of **Security Chief Odo**, they assign **Lieutenant Commander Michael Eddington** as security liaison to *Deep Space Nine*. When Eddington later betrays his oath to Starfleet and flees to the Maquis, Sisko sets out aboard the *U.S.S. Defiant* to track him down, even if it means entering the dangerous plasma storms of the **Badlands**.

Sisko's problems with the Maquis escalate when it affects his lover, **Kasidy Yates**, captain of the freighter *Xhosa*.

Yates is implicated when evidence casts suspicion that she herself may be a Maquis member or a sympathizer, in their employ as a smuggler. Sisko would prefer not to believe this, but after reluctantly authorizing the *Defiant* to follow Kasidy on her next trip, the crew witness the *Xhosa* beaming supplies to a **Maquis Raider**. Though her only crime is using her freighter to deliver medical supplies, Kasidy has been unwittingly used in a plot engineered by Eddington to steal several **replicators** bound for **Cardassia**. Kasidy has the opportunity to escape, but decides instead to offload her crew and returns to face her punishment. More determined than ever,

Sisko pursues Eddington with almost reckless abandon, apparently willing to go to any lengths to accomplish his objective. He finally succeeds in apprehending him, but this brings him little satisfaction, for success has come at a high cost; Sisko learns that his old friend Hudson has died fighting to protect a Maquis colony from the Cardassians.

The Dominion strikes

Later, after the Cardassians ally themselves with the **Dominion**, the combined forces of the **Jem'Hadar** and Cardassian military are successful in wiping out virtually all Maquis activity in a matter of days. A few surviving Maquis are rescued from the Badlands by Sisko with the help of Eddington, now in custody. Eddington sacrifices his own life while enabling them to escape. This deed causes Sisko to remark that his old nemesis might well be the most honorable and principled man he has known.

With their movement crushed, Sisko now finds himself almost hoping that a few of these gallant rebels – as he has come to consider them – might still prevail in the Badlands. For Sisko, this struggle with the Maquis became very personal, and it has cost him much. But, in the end, he sees those who "crossed the line" as people fighting for what they believed in. They have gained his deep admiration and respect.

★ Fighting for freedom

Sisko's duty to Starfleet means he must stop the Maquis, even if he agrees with their ideals.

that in spite of his personal feelings, they must be stopped before they trigger a crisis that could explode into war.

Sisko comes into conflict over the Maquis once again when one of his crew, **Chief Miles O'Brien**, is framed and accused of being a member of the group by the Cardassian government.

Imposter and hijacker

The Maquis are determined to beat back the Cardassian oppressors, and in 2371, they hatch a complex plan; transporter duplicate **Thomas Riker**, a Maquis member, poses as his Starfleet "brother" **Commander William Riker** in order to gain access to the heavily-armed *U.S.S. Defiant NX-74205*. Hijacking the vessel, Tom Riker and his cohorts pilot the ship deep into Cardassian space on a mission to attack a secret base in the **Orias system**, where the Cardassian **Obsidian Order** are massing a fleet to wipe out the Maquis freedom fighters. Sisko is forced to ally with Gul Dukat

FRIEND TURNED REBEL

Starfleet turncoat?

When Benjamin Sisko and Calvin Hudson come together to smooth over the problems of the Federation colonies in the Demilitarized Zone, Hudson quickly takes the side of the colonists, seeing through the Cardassian promises of peaceful co-existence. He is convinced that the Cardassians are illegally arming their worlds in the DMZ, ready to invade and capture the former Federation planets. Eventually, he defects to the Maquis cause rather than work with the Cardassians.

▼ Distrust

The Cardassians claim they want peace, but Commander Cal Hudson is suspicious.



▲ Confrontation

Sisko goes after his old friend from the Academy when Hudson defects to the side of the Maquis.

◀ Reckoning

Hudson cannot stand by while the Federation ignores the colonists, and he joins the renegades.





FILE 43 STARFLEET PERSONNEL

Ensign Samantha Wildman

Ensign Samantha Wildman joined Starfleet for a stable career. She expected to have some adventures, but she could never have predicted her job would strand her light-years from home and leave her to bring up her child alone.

Ensign Samantha Wildman is a xenobiologist in the science department aboard the **U.S.S. Voyager NCC-74656**. Amid her other duties, she is often posted to the bridge, where she assists on scientific discoveries such as when *Voyager* encounters an unusual swarm of space-dwelling life forms in 2372. Wildman performs her duties calmly and efficiently, without drawing notice to herself. She has an easy-going, calm temperament.

Wildman is married to a **Ktarian** man named **Greskrendregk** who remains on **Deep Space Nine** when *Voyager* departs. Samantha and her husband have been trying to conceive for several months prior to *Voyager's* mission, but she isn't sure she is pregnant until some weeks after the ship is lost, and she has no means of informing her husband of the good news.

Wildman admits to

Captain Kathryn Janeway that *Voyager* isn't the best place to have a child, but the baby is all she has left of her husband. Wildman will be the first *Voyager* crew member to give birth in the **Delta Quadrant**, and knows her predicament will not be easy, but she looks forward to it nonetheless.

Choosing a name

Wildman has trouble deciding on a name for her imminent new arrival, though she is sure that **Greskrendregk** isn't a good choice. Convinced that the baby will be a boy, she considers **Cameron**, **Frederick**, and **Sural**, with her husband's name as a middle name, and likes **Kes's** suggestion of her own father's name, **Benaren**. But the baby is a girl, and she is named **Naomi**.

Wildman is a small, blond woman with an attractive face and a pleasant demeanor. She is fond of mashed potatoes with butter, and readily shares the recipe with **Kes**.

PROFILE OF A MOTHER

NAME: Samantha Wildman

LIFE FORM: Human female

STATUS: Starfleet xenobiologist, stationed aboard the **U.S.S. Voyager**. She also serves on the bridge.

FAMILY: Greskrendregk [husband], Naomi [daughter].

CLOSE FRIEND: Neelix is godfather to Wildman's daughter.

REMARKS: Wildman successfully balances her duties as a Starfleet officer and a mother.

FIRST SEEN: 'Elogium' [VOY]



▲ **Stranded in the Delta Quadrant light years from her Ktarian husband, Samantha Wildman knows that the U.S.S. VOYAGER is not the ideal place to raise a child. But her baby is all she has left of the man she loves, and she knows that the crew will help her in any way they can.**

Wildman doesn't take offense quickly, even when the **Emergency Medical Hologram** shows little compassion when she suffers from pressure on her sciatic nerve during her pregnancy. He doesn't offer

her a day of rest, nor does she expect it; she works right up to the final stages of her pregnancy, ensuring that it interferes with her duties as little as possible.

Wildman is quick to help fellow crew members.

When **Neelix** asks her to repair the thermal array in his kitchen, and to take a look at the **replicator**, she does so with a cheerful attitude. When she sees that the repairs require a new set of anodyne relays,

DEDICATION TO DUTY

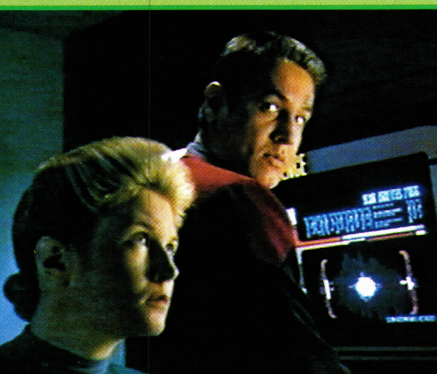
★ Good friends

Greskrendregk may be far away, but the other crew members on the U.S.S. VOYAGER ensure that Samantha is never lonely.



★ Ready to help

Ensign Wildman works right through to the later stages of her pregnancy, and always carries out her tasks, such as helping repair the kitchen equipment, with a cheerful demeanor.

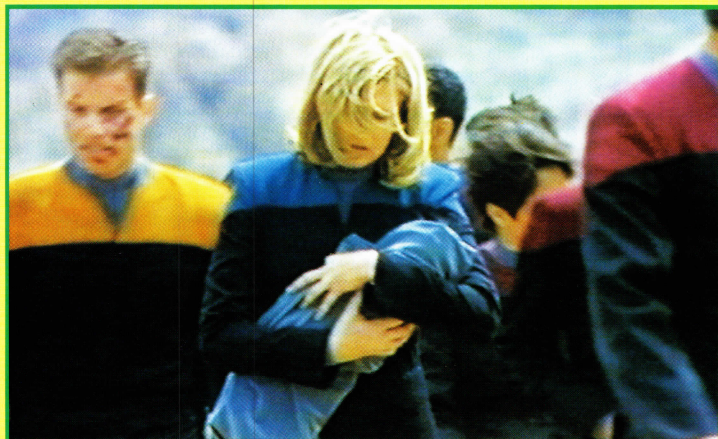


★ In uniform

When on duty, Ensign Wildman is the model crew member; calm, reliable and totally professional.



Ensign Samantha Wildman



★ New challenge

When the **Kazon-Nistrim** strand the **VOYAGER** crew on **Hanon IV** and steal their ship, Ensign Wildman is concerned about her daughter's health.



★ On with the job

Ensign Wildman is often seen on the bridge. She carries out her duties efficiently with an easygoing and helpful nature.

she offers to retrieve them from storage in Engineering, despite the fact her pregnancy is far advanced and she's on her break.

The birth of Naomi is both tragic and joyous for Wildman. A complication arises during labor; the baby shifts position and its exocranial ridges lodge in Wildman's uterine wall, a complication in human-Ktarian pregnancies; the baby must be

"Congratulations ensign, it's a girl ... The transport caused a slight hemocephemic imbalance, but we'll stabilize her cell membranes with osmotic pressure therapy."

— The Doctor to Ensign Sam Wildman

delivered by fetal transport or its ridges could perforate Wildman's uterus and cause internal bleeding. The transport is successful, though it causes a slight hemocythemec imbalance; this is corrected by osmotic pressure therapy.

Another chance

Unfortunately for Wildman and her daughter, *Voyager* is attacked, affecting sickbay's power systems. The incubator loses power, and the Doctor switches to the auxiliary respirator, but the baby's cell membranes won't stabilize and little Naomi dies. Her heart breaking, Wildman silently accepts **Neelix's** comforting presence.

But, unknown to her, a duplicate *Voyager* has been created because of a spatial scission, and on this ship the osmotic pressure therapy is successful and the baby survives. When the duplicate *Voyager* is attacked by the **Vidiians**, the alternate Wildman clutches her baby to her chest and fiercely declares she won't let the

aliens have her. With obvious distress, she gives the infant to the Doctor, who plans on hiding her in the access port in the surgical bay. Unfortunately, the duplicate *Voyager* is overrun with **Vidiians** and the Doctor entrusts Wildman's baby to **Ensign Harry Kim**, who escapes through the spatial rift to the original *Voyager* while the duplicate ship is destroyed. On the original *Voyager*, the grieving mother is given a second chance to raise a daughter who is alive and healthy.

Being a single mother on *Voyager* is far from easy. After the ship is stolen by the **Kazon-Nistrim** and the crew is abandoned on a primitive planet, Wildman worries when her daughter is tired, listless, and has a fever. How can she care for her infant without the proficient holographic Doctor? Wildman tries to keep up with the rest of the crew, despite carrying her child, and protests slightly when **Chakotay** insists on carrying Naomi for her. Fortunately, the crew befriends the natives and the tribe's medicine man cures the baby.

Father figure

Neelix has become a good friend to both Ensign Wildman and Naomi since the child's birth. He often tucks the little girl into bed at night after scaring away imaginary monsters and calming her with stories about the **Great Forest**, a mythical **Talaxian** paradise. Neelix is Naomi's godfather, and is very fond of the sweet, blond-haired child. While Neelix and Naomi go through their ritual monster hunt before bed, Wildman looks on with obvious pleasure. It is clear that her daughter means a great deal to her, and Neelix's consideration and compassion for the young girl is highly appreciated. Their closeness means as much to Neelix as it does to the Wildmans, and it is for their sake, as much as for his own, that he does not let his depression lead him to suicide following a crisis of faith in 2374.

Ensign Wildman is sure to face more adventures on *Voyager*, both as a **Starfleet** officer and as a mother. She will undoubtedly handle whatever comes her way with the same courage and calm she has shown thus far, ever hoping that one day she will be able to introduce her proud husband to the daughter he has never seen.

STARTING A FAMILY

A new addition

Naomi Wildman is the first child born to a crew member of the U.S.S. *Voyager*. Unlike many Starfleet vessels of the 24th century, the *Intrepid-class Voyager* is not designed to carry families, but Captain Janeway had considered the possibility that, stranded in the Delta Quadrant, the crew may begin to pair off and think about starting families. The problem arises much more quickly than she anticipated, however; Ensign Samantha Wildman is already pregnant when she comes aboard the ship, and makes it clear to Janeway that she would like to keep her child.

▶ **Mixed race**
The cranial ridges that Naomi Wildman inherits from her Ktarian father cause problems when they lodge in her mother's uterine wall during labor. The Doctor's quick-thinking saves the day.



▼ **Difficult labor**
Naomi has to be transported out of her mother's womb to an incubator when complications set in during labor.



Damar

Damar, a former subordinate officer to Gul Dukat aboard a Cardassian freighter, has followed in the wake of his commander, rising to a position of power through dogged persistence and, ultimately, murder.

Damar is the Cardassian officer who assumes power after Gul Dukat loses his mind and is taken prisoner by the Federation in 2373.

Damar has been Dukat's loyal aide for much of his career, but his loyalties lie completely with Cardassia, over and above his personal duty to his commander. When Damar feels it is necessary, he violates his relationship with Dukat for the sake of his nation, murdering his daughter Tora Ziyal for being a traitor. This action is the defining moment of his life, and it propels him into a leadership role for which he is far from suited.

Damar is far more adept at following orders than he is to giving them. As a subordinate, he is attentive, smart, and strategic. He carefully manages Dukat's needs and always follows the orders Dukat gives him. He is a perfect soldier, never exhibiting too much of a mind of his own, but when he does, he shows precise and disciplined military thinking. With

Cardassia's survival as his highest motivation, Damar often comes across as bland and without personality; he is neither passionate nor driven about anything else in life.

Occasionally, parts of Damar's true temperament reveal themselves, showing him to be self-important and resentful. He dislikes Ziyal for not appreciating the meaning of being a Cardassian, or the daughter of a highly-placed Cardassian leader.

Jealousy shows

Damar shows insecurity toward people who have privileges or insights he does not; he often feels that he has been doing all the hard labor while others claim the glory. Though not a leader of men, he craves the fame and adulation of command and as such is envious of the Vorta Weyoun, who has some similar traits but who is far more adept politically than Damar ever will be. Weyoun knows how to get the credit for actions and decisions, and how to manipulate Damar, who lacks Weyoun's talent for

PROFILE OF A KILLER

NAME: Damar

LIFE FORM: Cardassian male

RANKS HELD: Glinn, gul and legate

CURRENT STATUS: Military leader

RESIDES: Cardassia Prime, Alpha Quadrant

CURRENT OCCUPATION: Dominion liaison

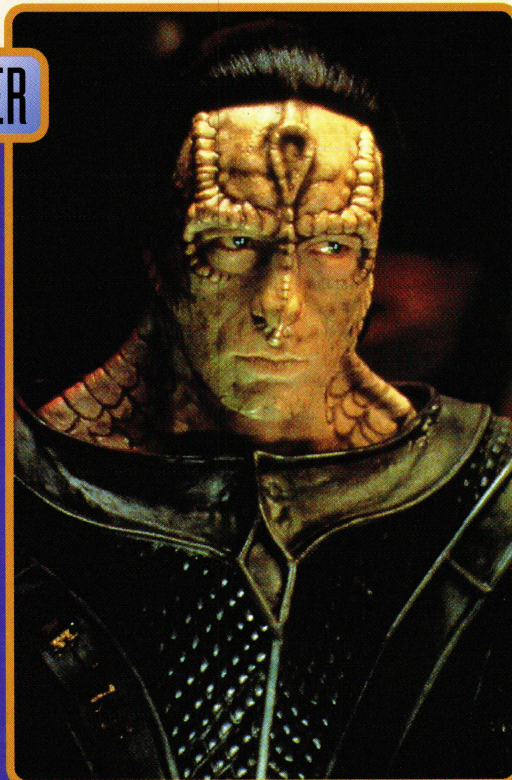
PREVIOUS POSTINGS: Officer aboard the Cardassian freighter *Groumall*, later second-in-command on Gul Dukat's captured Klingon *Bird-Of-Prey*.

FAMILY: Unknown

ENEMIES: Klingons, Bajorans, Federation

FIRST SEEN: 'Return To Grace' [DS9]

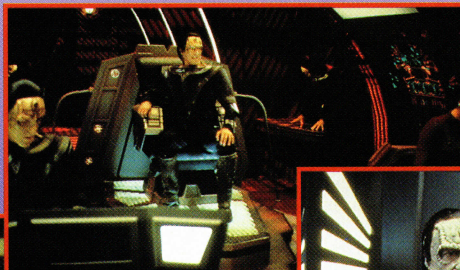
FIRST SEEN AS CARDASSIAN LEADER: 'Statistical Probabilities' [DS9]



▲ Damar's first posting is on the transport ship *GROUMALL*, but he stays with his cunning commander, Gul Dukat, to serve aboard a captured Klingon warship.

★ Menial duties

Damar joins Gul Dukat when the Cardassian officer is demoted to commander of a slow freighter ship as punishment for having a half-Bajoran daughter.



SECOND-IN-COMMAND

★ Loyalty

Dukat keeps Damar with him when they capture a KLINGON BIRD-OF-PREY during Cardassia's war with the Klingon Empire. The junior officer's loyalty to Dukat and to his planet are rigid and unshakeable, but Dukat has no idea how high the price of rewarding his aide will be.



★ Return to Terok Nor

When the forces of the Cardassian Union and the Dominion recapture space station DEEP SPACE NINE, Damar acts as Dukat's second-in-command.

OTHER CARDS IN THIS FILE...

1 GUL DUKAT

SEE OTHER FILES...

THE CARDASSIAN UNION...File 13
STAR TREK:
DEEP SPACE NINE...File 70

Damar



★ **Enemies for life**
Damar takes the helm on a **KLINGON BIRD-OF-PREY** after attacking and killing its crew. His part in the plan to expose the **Changing infiltrator** in the **Klingon High Council** helps to end the **Klingon-Cardassian war**.

★ **Business as usual**
Once space station **DEEP SPACE NINE** is under **Cardassian control**, Damar makes the most of his position as **Gul Dukat's aide**.



smooth talking and charming people in power. In contrast, Damar comes across as competent and boring, and this infuriates him. Because he lacks these abilities, they are the ones he craves most.

Damar is not interested in the **Dominion** alliance; he has little respect for the **Founders**, and hates the **Vorta**. He is much more comfortable with **Cardassia** fighting alone; he does not trust the **Dominion**, and, unlike **Dukat**, is not comfortable with the idea of using them as allies. This is a shortcoming as a military leader; Damar is too bonded to the ideal of an independent **Cardassia** for his and his people's own good.

Suspensions and distrust

But Damar's lack of trust does prove useful at times; he recommends imprisoning **Major Kira Nerys**, **Jake Sisko**, and **Rom's** wife, **Leeta**, after **Rom's** act of sabotage against **Terok Nor**.

Though his recommendation is too extreme for **Dukat**, who understands the potential ramifications, they are held for questioning. Damar also urges **Dukat** to confine **Ziyal** to her quarters during the battle; he does not trust her because of her friendship with **Kira**.

His perceptions are correct; **Ziyal** works with **Quark** to free the others from the holding cells, enabling **Rom** and **Kira** to work on shutting down the power grid.

It is a bold choice for Damar to recommend that **Dukat** not trust his own daughter; he goes out on a limb to say what he truly thinks, and risks angering his superior. But Damar sees the situation in a purely military fashion, unable to understand a father's love. As a true soldier, he feels that **Dukat** is not exercising proper leadership when he makes exceptions for **Ziyal**.

To Damar, she is a serious security risk and in this instance,

Cardassia's interests are better served by Damar's suspicions than **Dukat's** fatherly loyalties.

In the crisis moments of retreat, after the battle over the minefield at the mouth of the **Bajoran wormhole**, **Dukat** is blinded by his love for **Ziyal**. Damar is reluctant to abandon him, but sees the need to evacuate immediately. He tells **Dukat** that it would be a waste of time to try to get **Ziyal** to evacuate with them. He is far more perceptive about **Ziyal's** allegiances, and takes the defining action of his life to try one final time to get **Dukat** to join them: he kills **Ziyal**. Though it is a cold-blooded act of execution, it is done in order to save his commander's life; Damar wants **Dukat** to come with him and remain in power, and he believes that **Ziyal** must die in order for **Dukat** to come to his

senses. The outcome is the last thing Damar expected; **Dukat**, plunged into madness, remains on the station and Damar takes his place.

New rank

Now a legate, Damar proves to be an ineffectual leader, arrogant and pleased with his own prestige. His alliance with **Weyoun** is an uneasy one; the **Vorta** regularly reminds Damar that he is expendable and that he serves at the pleasure of the **Dominion**. Legate Damar is deferential to **Weyoun**, but his intense dislike and envy is constantly simmering. He is a man trapped by his own strict adherence to militaristic values, always caught between his primary allegiance to **Cardassia** and the petty demands of his own ego. Because of Legate Damar's weaknesses, it remains to be seen how long he can remain in power on **Cardassia**.

"First, we reclaim **Terok Nor**, and then ... on to **Bajor**."

— Damar to Gul Dukat and Weyoun

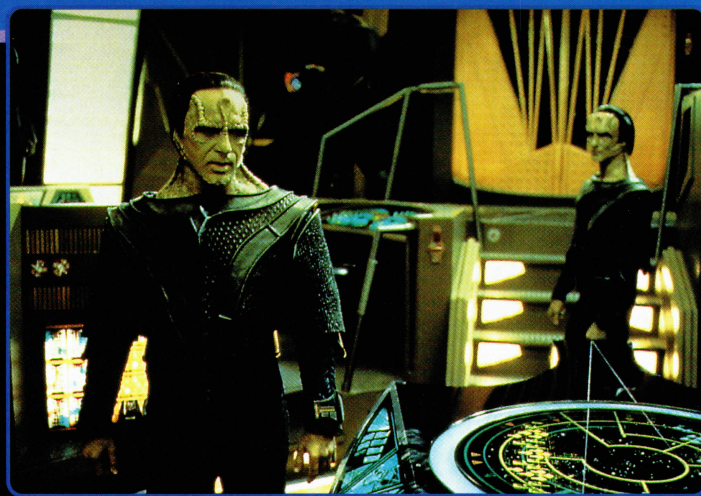
AN UNWISE ALLIANCE

Hatred and envy

Damar sees the **Cardassian Union** as the supreme power in the **Alpha Quadrant**, and is dead set against the alliance between **Cardassia** and the **Dominion**; he cannot bring himself to trust his new allies, believing that his people can only be strong by standing on their own and fighting their enemies alone. Yet he still envies his erstwhile cohorts' power.



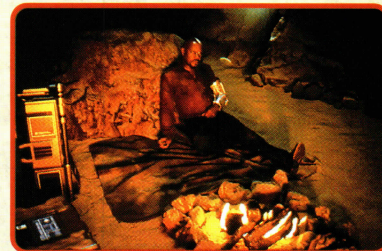
◀ **Alliances**
Damar is at **Dukat's** side as the **Dominion-Cardassian** forces attack **DEEP SPACE NINE**, but he distrusts the aliens from the **Gamma Quadrant**, and would prefer to fight without them.



▲ **Warnings**
Damar challenges the chain of command when he boldly suggests to **Gul Dukat** that his daughter **Ziyal** is a security risk and should be imprisoned. **Dukat** ignores his warning.

Distress Beacon

During the 24th century, **Starfleet** distress beacons ensure that calls for help are answered quickly by tapping into the subspace network to deliver messages



▲ Captain Sisko and Gul Dukat rely on a distress beacon to bring help when they crashland in 2374.

The distress beacon typically fitted to smaller **Starfleet** vessels such as **Danube**-class **Runabouts** and some escape pods is normally attached to a bulkhead and is linked to the craft's communication system. However, if survivors of a crashlanding need to abandon ship, the unit can be dismantled and taken away. The distress beacon is extremely rugged; sometimes it can be the only equipment still working after a crash, and can withstand being dropped on hard surfaces.

The beacon is approximately a meter tall and weighs around 20 kilograms. Much of this weight is attributable to its self-contained power system; subspace transceivers, which send and receive messages at speeds 60 times faster than a starship, require 100 times more energy than real-time communications devices. The distress beacon is designed for simple, one-way signaling, but its energy demands are still high.

Desperate situation

The advantages of having a subspace emergency beacon rather than a two-way, real-time device, are speed and distance; on the negative side, subspace transmissions require relay stations every 20 light years to maintain the signal's integrity. If one needs rescuing in an area not peppered with relay stations, a subspace signal could quickly become lost.

The distress beacon is most often used to send signals from space; on a planet's surface, an internal signal booster is needed to amplify the signal so that it can penetrate the atmosphere. Without this booster, the beacon can be used only on planets with thin or non-existent atmospheres. With the booster, the signal can even be sent through solid rock.

A keypad on the top of the beacon activates the automatic distress signal. Status lights, also on top, confirm whether or not the

LIFE SAVING DEVICE

1 Signal for help

This design of distress beacon is ideal for use on small **Starfleet** vessels such as **Runabouts** and escape pods.

The transmitter array is located at the top of the beacon, and includes a touch-sensitive keypad and display.

2 Decade of service

The beacon has been standard issue equipment for more than a decade. It was fitted to the escape pods of the **U.S.S. Olympus**, captained by **Lisa Cusack**, that was lost in 2363.



▲ After his and Odo's shuttle crashlands, Quark has to carry the distress beacon to the top of a mountain to ensure its signal is transmitted.

Side handles allow the beacon to be carried as a backpack if it needs to be moved away from the craft.

Distress Beacon

distress message is being broadcast successfully, and a display on the flat back side spells out whether the system is on- or offline. A hatch located at the front of the beacon's casing lowers to provide access to the internal systems. From this aperture, the device's **isolinear chips** are accessible, and an accurate system status screen is visible.

The distress beacon requires minimum maintenance once activated, anticipating that the operator may be weakened or injured. The system can run an automatic full system diagnostic to determine if recalibration is needed. It can be set up to send a Starfleet signal, or a general distress call, or calibrated to any other specific frequency. These signals may be picked up by enemy vessels, but in some cases, even this may be preferable to dying

alone on a hostile planet.

The device's metal exterior has three handles, one on either side and one on top offering the option of carrying it backpack-style by securing a strap between the side handles.

Calls for help

In 2374, **Captain Benjamin Sisko**'s life is undoubtedly saved by a distress beacon salvaged from a shuttlecraft by **Gul Dukat**. Sisko is able to repair the damaged unit using no more than a tine broken off a metal fork, and eventually the beacon's signal is detected and a rescue ship arrives.

In another situation, even a broken distress beacon saves the lives of **Quark** and **Odo** when they find themselves marooned on an unpopulated **Class-L** planet after their *Runabout*

is sabotaged. Unfortunately, the explosion that damages their craft also ruins the distress beacon's internal booster, making the signal too weak to punch through the planet's atmosphere. By carrying the beacon up a high mountain, Quark is able to break through the atmosphere and send a signal. They are rescued soon after.

▼ **Captain Sisko is able to make repairs to his damaged distress beacon with little difficulty.**



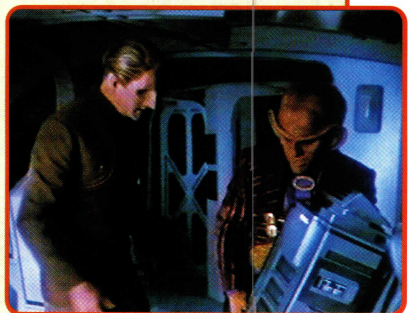
▼ **Attaching straps to the distress beacon allows it to be carried as a backpack, leaving the hands free.**



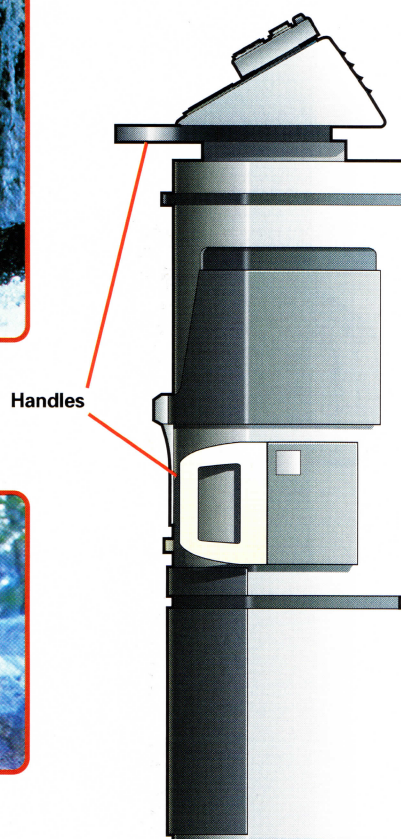
▼ **The distress beacon is heavy and awkward for one person to carry alone for any period of time, but it can be done.**



▼ **The distress beacon should work from inside a crashed vessel, but may have to be moved if it has been damaged.**



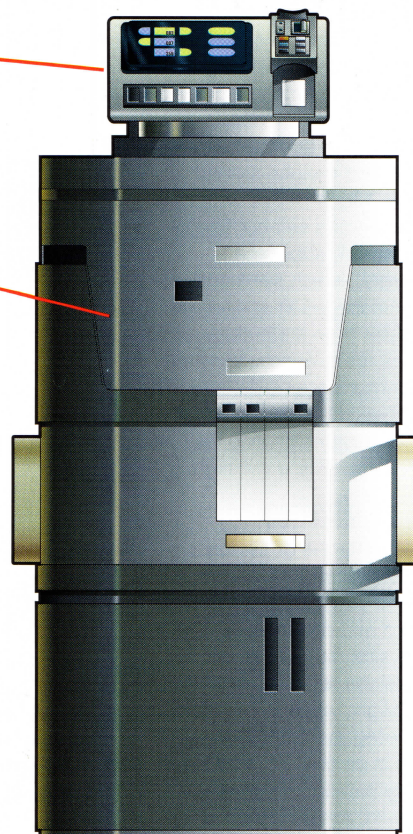
CALL FOR HELP



SIDE VIEW

Transmitter array

Isolinear chips and a video display panel are located behind this removable front plate.

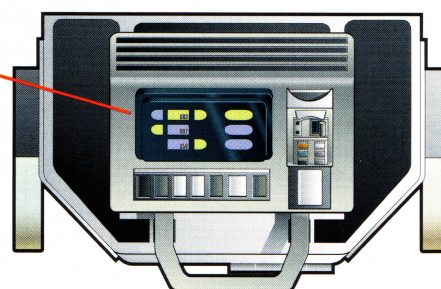


FRONT VIEW

Internal workings

The distress beacon contains approximately a dozen isolinear chips. These are located behind a removable front panel that provides protection but allows easy access.

Transmitter array



TOP VIEW



'Loud as a Whisper'

With the aid of a telepathic 'chorus', deaf mediator Riva attempts to bring a lasting peace to the warring tribal factions on Solais V. But when the chorus are murdered, Riva must find a new way to communicate.

CAPTAIN'S LOG STARDATE 42477.2

"The ENTERPRISE has been diverted to the Ramatis star system. It seems that both sides of a bitter planetary conflict have petitioned Starfleet to transport to their world a mediator they have mutually selected. Our orders are transportation only – no interference."

The **U.S.S. Enterprise NCC-1701-D** arrives at **Ramatis III** in order to pick up the mediator **Riva**, who has negotiated several **Klingon-Federation** treaties. **Captain Picard** is looking forward to meeting him; before Riva, the Klingons had no word for "peacemaker". Riva appears, joined by two men and a woman dressed in flowing white robes; he is deaf, and his thoughts and emotions are articulated by his telepathic associates. Each member of Riva's 'chorus' represents a different aspect of his personality, and they explain to Picard that the gene for hearing is not present in the ruling lineage of Riva's homeworld.

The *Enterprise* travels to **Solais V**, home to two warring factions who have brought themselves to the point of genocide. Riva examines a survey of the planet's battle site and selects a suitable hilltop for the negotiations; **Riker** and **Worf** accompany him and his chorus. Representatives from the two enemy groups gather, but, as the mediator speaks, one of the **Solais** opposed to the peace fires a weapon at Riva. Riker manages to save him, but the blast kills all three members of the chorus. The other **Solais** insist they are still committed to the peace process, but Riker wastes no time in transporting his party back to the *Enterprise*.

Voice of peace silenced

Deprived of his 'voice', Riva frantically attempts to communicate with the *Enterprise* crew in sign language. **Data** learns a number of gestural languages from the ship's database, enabling him to enunciate Riva's signed words. Riva blames his own arrogance for the death of his friends; his confidence is shattered. He wants to be taken back to **Ramatis** immediately, but **Deanna Troi** tells him to remember the secret of successful negotiation: turn a disadvantage into an advantage.

Inspired, Riva decides he will have to teach the **Solais** his sign language before the peace talks can restart. He hopes that by learning to sign they will understand how to respect their differences, and live in peace.

ON SCREEN...



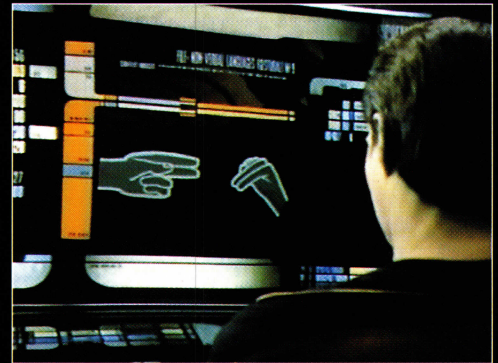
1 Deaf mediator and diplomat Riva arrives aboard the U.S.S. ENTERPRISE with his telepathic 'chorus', through whom he communicates his thoughts and feelings.



2 The members of the telepathic chorus explain their roles to Captain Picard. Each one represents a different aspect of Riva's personality.



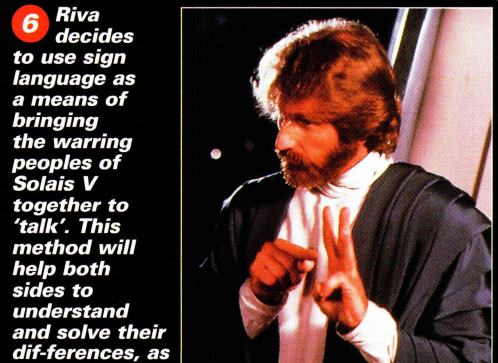
3 The inhabitants on Solais V seek peace, but a single malcontent attacks and kills Riva's chorus. Without his aides, the diplomat has no way to communicate.



4 Data studies several different types of sign language, contained in the ENTERPRISE's data banks, in an attempt to communicate with the silenced Riva.



5 Counselor Deanna Troi convinces Riva to see past his crisis of confidence and try again to bring an end to the war on Solais V; he can still succeed, even without the chorus.



6 Riva decides to use sign language as a means of bringing the warring peoples of Solais V together to 'talk'. This method will help both sides to understand and solve their differences, as each will be at the same disadvantage as the other.

STARSHIP FACTS

A Geordi learns that he might one day be able to replace his VISOR with optical implants.



'Unnatural Selection'

Investigating a distress call from the *U.S.S. Lantree* leads Doctor Katherine Pulaski to contract a deadly aging disease that soon threatens the entire crew of the *U.S.S. Enterprise NCC-1701-D*.

CAPTAIN'S LOG

STARDATE 42494.8

"The *ENTERPRISE* is bound for *STAR STATION INDIA* to rendezvous with a Starfleet medical courier. We've been told only that our presence is imperative."

The *U.S.S. Enterprise NCC-1701-D* has locked onto a distress signal from the *U.S.S. Lantree*, and changes course to intercept the stricken ship. **Worf** picks up no lifesigns on the vessel, and a remote view of its bridge shows that all 26 crew members have died of old age.

In conference, **Dr. Katherine Pulaski** reveals there is only one entry in the ship's medical log: the ship's first officer was treated for the exotic but harmless **Thelusian flu** five days ago. The *Lantree's* last port of call was the **Darwin Genetic Research Station** on **Gagarin IV**.

The Darwin Station's **Dr. Kingsley** informs **Captain Picard** that they are experiencing the rapid onset of geriatric aging, and asks him to care for the station's genetically-engineered children, who so far show no ill-effects. Picard begins by beaming one boy aboard in **styrolite stasis** to avoid contaminating the *Enterprise*, but the casing impedes Pulaski's tests, so she bravely decides to remove it. **Data** and Pulaski depart the *Enterprise* in a shuttle; the boy is beamed aboard it and brought out of stasis. Dr. Pulaski begins her tests, but she soon shows symptoms of the aging disease.

Deadly side-effects

Pulaski has no choice but to return to Darwin Station; there she discovers that the *Lantree's* first officer exposed the children to Thelusian flu, and their advanced immune systems released an active antibody to kill the virus. But once triggered, it kept on going, creating an unexpected side-effect – rapid ageing in normal humans.

Picard and **O'Brien** devise an ingenious way of saving Pulaski's life. Using a sample of her DNA in the transporter's **biofilter**, Pulaski is beamed aboard using transporter reconstruction, thus filtering out the antibodies. The scientists are also cured, and return to Gagarin IV, where they will research ways to halt the deadly antibodies. The *Enterprise* uses **photon torpedoes** to destroy the infected *Lantree*, then resumes its journey to **Star Station India**.

ON SCREEN...



1 The *U.S.S. ENTERPRISE* responds to a mayday signal from the Federation supply ship *U.S.S. LANTREE*; every member of the 26-strong crew has died suddenly, apparently from old age.



2 Onboard the *U.S.S. ENTERPRISE*, Dr. Pulaski explains that the *Lantree* crew recently visited the Darwin Genetic Research Station, which is also suffering from an outbreak of rapid aging.



3 The Darwin Genetic Research Station ask the *ENTERPRISE* to evacuate the children. Unlike the scientists, the youngsters appear unaffected so far.



4 Finding that the stasis casing impedes her work, Dr. Pulaski risks bringing one of the Darwin children out of it on a shuttle away from the *ENTERPRISE*.



5 Infected by the airborne antibodies, Dr. Pulaski soon ages. She is showing the same potentially deadly signs as the entire crew of the *U.S.S. LANTREE*.



6 Chief O'Brien and Captain Picard devise a method of reintegrating Doctor Pulaski's DNA through the transporter's biofilter mechanism.

STARSHIP FACTS



The *U.S.S. Lantree* is a class-6 Federation supply ship, similar to the *Miranda-class* vessels assigned to the Gamma seven Sector.



FILE 70 STAR TREK: DEEP SPACE NINE

'Profit and Loss'

Quark does the unthinkable for a Ferengi when he forsakes profit to help the love of his life, Cardassian dissident Professor Natima Lang, and her students escape from the clutches of the Cardassian military.

'PROFIT AND LOSS'

"Commander, if I don't get my students to safety they're going to be killed. And if they die, the future of Cardassia may die with them."

— Natima Lang to Sisko

A disabled **Cardassian** ship is tracted to **Deep Space Nine** and **Sisko** and **Chief O'Brien** welcome aboard its crew, two Cardassian women and one man. The elder woman introduces herself as **Professor Natima Lang**, and her students as **Rekelen** and **Hogue**. Lang claims their ship was caught in a meteor storm; she is anxious to leave as soon as the chief can repair it.

Odo arrives in **Quark's** and confronts the **Ferengi** over rumors that he has obtained an illegal **cloaking device**. Quark offers his usual denials, but stops when Natima walks into the bar. Delighted, he rushes over to her, but she slaps him and exclaims, "I thought I told you never to speak to me again!"

Nevertheless, Quark declares this to be the happiest day of his life. He explains to Odo that Natima once worked on the station as a correspondent for the **Cardassian Information Service**, and for a month they embarked on a passionate affair. Quark is not the only person to take a keen interest in the presence of Natima and her students; **Garak** is also intrigued by the sudden arrival of the Cardassians.

Fugitives from Cardassian tyranny

O'Brien informs Sisko that Natima's ship was not buffeted by a meteor shower; it was actually hit by Cardassian **disruptors**. Lang confesses that after she taught Rekelen and Hogue about political ethics, they became part of the **Cardassian dissident underground**. They now believe the future of their people does not lie with the military. Unsurprisingly, this quest for peace has angered Cardassia's rulers, hence the attack on Natima's ship. Sisko dispatches extra work crews to help O'Brien and assigns the Cardassians safe quarters.

Quark visits Garak to buy a dress for his lover, but Garak drops some broad hints that he knows who Natima and her colleagues really are, and warns Quark that she could be in great danger. Quark is determined to keep Natima out of trouble; she once saved his life when she hid the fact that he was selling food to the **Bajorans** during the occupation. Yet Natima also knows Quark betrayed her; their affair ended when he used her personal access codes to authorize payments for goods that were never

ON SCREEN...



1 Professor Natima Lang arrives on **DEEP SPACE NINE** with two of her students, **Rekelen** and **Hogue**. Their ship is damaged; she claims it was hit by a meteor storm.



2 Odo questions Quark about rumors that he is in possession of a highly illegal compact cloaking device which is prohibited under Bajoran law.



3 Quark is delighted to see his former lover **Natima** after so many years. However, she is less than pleased to be reacquainted with the **Ferengi** and slaps him.



4 Chief O'Brien discovers that **Natima's** ship was hit not by meteorites but by the type of disruptor weapons used by the **Cardassian** military.



5 Garak realizes that there is more than meets the eye to **Professor Lang** and her two errant students. He warns Quark that the trio could be in danger.



6 Garak warns **Commander Sisko** that the **Cardassians** are determined to recapture the dissidents, but Sisko is just as determined to protect them.





'Profit and Loss'

provided. Quark promises to right this wrong by helping Natima's two students to escape the military ... as long as she agrees to stay with him. Natima, adamant she no longer loves Quark, refuses.

A Cardassian warship closes on *Deep Space Nine* and takes up an attack position. Garak requests a meeting with Sisko, explaining that his people are anxious to capture Hogue and Rekelen, who they consider to be terrorists. Sisko is determined not to give up the political refugees.

Quark lets Rekelen and Hogue know that he does indeed have a small cloaking device which will work long enough to allow them safe passage off the station. All they have to do is convince Natima to stay behind.

Once O'Brien completes his work, Rekelen and Hogue head over to their vessel; Quark again tries to persuade Natima to stay with him, but she stuns him with a **phaser** – and then immediately regrets her actions. Reviving Quark, Natima admits that she still loves him, but she feels that the underground movement is her life now. Odo breaks up this intimate moment when he arrests Natima and places her in a holding cell alongside Rekelen and Hogue; the Cardassian government have offered to swap six Bajoran prisoners for Natima and her students. The Bajorans have instructed Sisko to accept this offer.

Hard choice for Garak

Garak is visited by an old foe, **Gul Toran**. Although the **Cardassian Central Command** are pleased Garak informed them of Rekelen and Hogue's whereabouts, this action is not enough to end the tailor's exile from his homeworld. Garak also has to ensure that the resistance members do not make it off the station alive. Toran has delayed Garak's plan for the prisoner exchange.

Quark begs Odo to release Natima. The constable agrees, but only because he believes the fugitives have done nothing to warrant the execution they face on Cardassia. Once freed, Natima, Rekelen, and Hogue are taken back to their ship by Quark. When they arrive, they find Garak waiting, planning to kill all four of them. However, as Garak prepares to fire, Toran appears, convinced that, after spending two years among Bajorans, Garak has gone soft. He tells the tailor that even the successful completion of this mission could not restore his reputation with the Central Command.

Realizing he has nothing left to lose, Garak shoots Toran, then urges the other Cardassians onto their ship. Natima promises Quark she will return to *Deep Space Nine* once **Cardassia** has become a free and democratic society. Her fight cannot be Quark's; it would be foolish for him to

join her. The ill-fated couple kiss and say good-bye. After Natima joins the others and departs, Garak and Quark make their way back to the Promenade together. Garak insists he fired at Toran because he too loves Cardassia and shares the dissidents' aspirations for a more peaceful future.

ON SCREEN...



7 Quark agrees to trade his cloaking device with Rekelen and Hogue in exchange for Natima's agreement to stay on *DEEP SPACE NINE* with him.



8 Natima finally admits her love for the errant Ferengi bartender, but she feels that her work with the underground movement is more important.



9 Odo puts Natima in a holding cell after he catches her firing at Quark. Commander Sisko tells her that she and her friends are to be handed back to the Cardassians in a prisoner exchange.



10 Gul Toran informs Garak that his exile on *DEEP SPACE NINE* will be cut short if he assassinates the troublesome Lang. Despite his suspicions, Garak prepares to murder her as she attempts to escape.



11 Duped by Gul Toran into ambushing Natima and her student, Garak realizes his error and turns his phaser on his old enemy.



12 Natima and Quark part sadly; her life is with the Cardassian underground and she cannot stay on *DEEP SPACE NINE*. She promises to return to him one day.

STARSHIP FACTS

A Natima recalls the day Quark installed his first holosuite. He still has the program they shared that day – 'Picnic on Rhymus Major.'

A Quark discovers Odo reading Mickey Spillane's novel 'I, the Jury.' It was recommended to the constable by Chief O'Brien.

G continued

Graves, Dr. Ira

In the 24th century, Graves possessed one of the most intelligent human minds in the Galaxy. A molecular cyberneticist and teacher of **Dr. Noonien Soong**, he considered himself to be a grandfather to **Data**. (*Starship Log*: 'The Schizoid Man' [TNG]) **SEE FILES 55, 69**

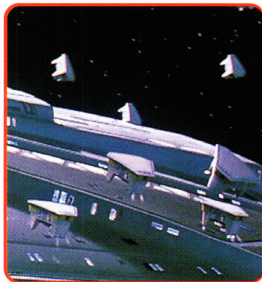
Gravesworld

Informal name for the remote **Class-M** planet that was the final home of **Dr. Ira Graves**. He died there of **Darnay's Disease** in 2365 after depositing his intellect into **Data's positronic brain**. (*Starship Log*: 'The Schizoid Man' [TNG]) **SEE FILES 3, 55, 69**

Gravett Island

Remote, unpopulated island in the southern Pacific Ocean of Earth. Gravett Island was the programmed destination for the escape pods of the **U.S.S.**

Enterprise NCC-1701-E when the ship's auto-destruct sequence was activated to defeat **Borg** invaders in 2063. (*Starship Log*: **Star Trek: First Contact**) **SEE FILE 79**



▲ The escape pods of the **U.S.S. ENTERPRISE** set off on their journey toward the remote **Gravett Island**.

gravimetric

A term related to the measurement of a specific gravity, or of variations in a gravitational field. Calculations are performed with a **gravimeter**. (*Starship Log*: 'Yesterday's Enterprise' [TNG]) **SEE FILE 69**

gravimetric distortion

The **nexus energy ribbon** encountered by the **U.S.S. Enterprise NCC-1701-B** in 2371 caused severe gravimetric distortions that threatened to pull in the ship. (*Starship Log*: **Star Trek: Generations**) **SEE FILES 3, 23, 78**

gravimetric field

In 2372, the **U.S.S. Defiant** went to **Red Alert** status following a surge in the **Bajoran wormhole's** gravimetric field. (*Starship Log*: 'The Visitor' [DS9]) **SEE FILES 3, 70**

gravimetric fluctuation

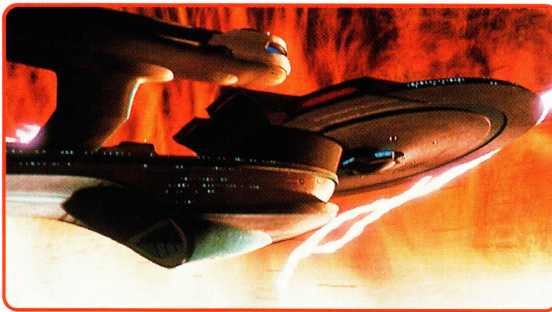
A spatial distortion that often accompanies **temporal rifts** and very large gravity fields created by large celestial bodies such as a **Dyson Sphere**. (*Starship Log*: 'Yesterday's Enterprise' [TNG]) **SEE FILES 5, 69**

gravimetric flux density

A measure of spatial distortion. Very high readings may indicate the presence of a **quantum singularity**. (*Starship Log*: 'Parallax' [VOY]) **SEE FILES 5, 71**

gravimetric force

The attractive energy exerted by a celestial body or phenomenon, such as a planet, star, or singularity. (*Starship Log*: 'Parallax' [VOY]) **SEE FILES 5, 71**



▲ The **U.S.S. ENTERPRISE NCC-1701-B** came under threat from **gravimetric distortions** while trying to rescue an **El-Aurian** ship from the **Nexus**.

gravimetric microprobe

An astrophysical device. **Dax** and **Arjin** utilized one while analyzing the **proto-universe** contained in **Deep Space Nine's** science lab in 2370. (*Starship Log*: 'Playing God' [DS9]) **SEE FILE 70**

gravimetric scanner

A device used to measure gravimetric fluctuation. Some models are small enough to hide on one's person and sensitive enough to predict where a **dabo ball** will fall. (*Starship Log*: 'Nor the Battle to the Strong' [DS9]) **SEE FILE 70**

gravimetric wave

Another term for the surge produced by a gravitational field, such as the ones that almost destroyed the **U.S.S. Defiant** in 2372. (*Starship Log*: 'The Visitor' [DS9]) **SEE FILES 5, 70**

gravitational constant

Number describing the natural strength of gravity in a particular gravity well, usually generated by a planet or other large physical body. (*Starship Log*: 'Deja Q' [TNG]) **SEE FILES 5, 69**

gravitational eddy

Whirlpool-like phenomenon resulting from the presence of contrary gravitational forces. Such eddies can be incredibly dense, and can mire a spacecraft in a sluggish vortex. (*Starship Log*: 'Eye of the Needle' [VOY]) **SEE FILES 5, 71**

gravitational grid

Essential element in the interconnected system for the generation of artificial gravity. In most **Starfleet** vessels, each deck has its own such grid. (*Starship Log*: 'Learning Curve' [VOY]) **SEE FILES 29, 71**

gravitational unit

An artificial gravity device used to create comfortable frames of reference for the crews of spaceships. (*Starship Log*: **Star Trek VI: The Undiscovered Country**) **SEE FILE 77**

gravitic caliper

Engineering tool that is sometimes used to regulate plasma flow. It is more precise than a duotronic probe used for the same purpose. (*Starship Log*: 'Fair Trade' [VOY]) **SEE FILE 71**

gravitic mine

Weapon generally used against space vessels, but sometimes used to protect landbound structures. (*Starship Log*: 'Ethics' [TNG]; 'Blood Oath' [DS9]; **Star Trek II: The Wrath of Khan**) **SEE FILES 60, 69, 70, 73**

Graves, Dr. Ira
Gravesworld
Gravett Island
gravimetric
gravimetric distortion
gravimetric field
gravimetric fluctuation
gravimetric flux density
gravimetric force
gravimetric microprobe
gravimetric scanner
gravimetric wave
gravitational constant
gravitational eddy
gravitational grid
gravitational unit
gravitic caliper
gravitic mine
gravitic sensor net
graviton
graviton emitter
graviton matrix
graviton polarimeter
graviton wave
gravity boots
gravity net
gravity, artificial
Grax, Reitan
Gray's Anatomy
Grayson, Amanda
Grazerite
Gre'thor
Grease-Monkey
Great Barrier, the
Great Bird of the Galaxy, The
Great Depression
Great Experiment, The



▲ A probe sent through a microwormhole got stuck in gravitational eddies.



▲ The temporal rift that brought the **U.S.S. ENTERPRISE NCC-1701-C** to the 24th century also caused gravimetric fluctuation.



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gravitic sensor net

A network of sensing devices used with some success by the **Federation** to detect cloaked **Romulan** ships. (*Starship Log*: 'Face of the Enemy' [TNG]) **SEE FILE 69**

graviton

A primary particle of gravity created by artificial gravity generators, and used in a number of other technical situations. (*Starship Log*: 'Hollow Pursuits' [TNG]; 'Q-Less' [DS9]; 'False Profits' [VOY]) **SEE FILES 69, 70, 71**

graviton emitter

A device that can remotely and surreptitiously manipulate objects. In 2373, a customer in **Quark's bar** used one in his ring to enable an accomplice to consistently win at **dabo**. (*Starship Log*: 'A Simple Investigation' [DS9]) **SEE FILE 70**

graviton matrix

The energy field structure underlying an artificially generated temporal distortion field. (*Starship Log*: 'Future's End', Part I [VOY]) **SEE FILE 71**

graviton polarimeter

This **Starfleet** sensing instrument is similar to a **flux spectrometer**, and is also used for astronomical studies. (*Starship Log*: 'Cause and Effect' [TNG]) **SEE FILE 69**

graviton wave

In 2372, a massive graviton wave, produced by the reaction of a tetryon field, was responsible for destroying a **Trill** attempt at creating an artificial wormhole. It also damaged the **U.S.S. Defiant**, from where the Trill scientists were observing their experiment. (*Starship Log*: 'Rejoined' [DS9]) **SEE FILE 70**

gravity boots

Boots with a magnetic element in the sole that allow **Starfleet** personnel to walk on metal surfaces where artificial gravity is either impractical or inoperable. **Chancellor Gorkon's** assassins wore gravity boots, and this gave a clue to their identities. (*Starship Log*: **Star Trek VI: The Undiscovered Country**) **SEE FILES 59, 77**

gravity net

Portable rug that generates an artificial gravity field above any floor on which it is thrown. **Benjamin Sisko** installed the device on his **Bajoran Solar Sailing Ship** to counteract the fact that the ship had no artificial gravity of its own. (*Starship Log*: 'Explorers' [DS9]) **SEE FILES 66, 70**

gravity, artificial

Dynamic force generated within space vessels that simulates the natural physical attraction exerted by celestial bodies. The artificial gravity on most **Federation** starships approximates the gravitational pull of Earth and similar **Class-M** planets, as this is most comfortable for the mainly-human crews. (*Starship Log*: 'Prototype' [VOY]) **SEE FILES 29, 71**

Grax, Reiltan

Director of the **Betazoid Trade Agreements Conference** which takes place in 2366, and a good friend of the **Troi** family for many years. (*Starship Log*: 'Menage à Troi' [TNG]) **SEE FILES 18, 58, 69**

Gray's Anatomy

Standard descriptive and surgical text on the structure of the human body, first published by London physician Henry Gray in 1858. When **Ensign Harry Kim's** **EMH Replacement Program** failed, Harry downloaded the entire text for **Lt. Tom Paris** to study. (*Starship Log*: 'Message in a Bottle' [VOY]) **SEE FILES 43, 71**



▲ **Amanda Grayson married Sarek and gave birth to the half-Vulcan Spock.**

Grayson, Amanda

An Earth female, formerly a teacher. Amanda was married to **Sarek** of **Vulcan** and was the mother of **Spock**. (*Starship Log*: 'Journey to Babel' [TOS]; **Star Trek IV: The Voyage Home**) **SEE FILES 43, 44, 45, 68, 75**

Grazerite

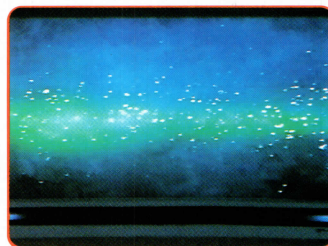
Humanoid species evolved from herd animals. They are nonviolent and nonconfrontational. **Jareesh-Inyo**, president of the **Federation** in 2372, is a **Grazerite**. (*Starship Log*: 'Homefront' [DS9]) **SEE FILES 7, 18, 70**

Gre'thor

The closest **Klingon** equivalent to hell. Traditionally, Klingons without honor go here after death. (*Starship Log*: 'Devil's Due' [TNG]) **SEE FILES 11, 69**

Grease-Monkey

Hologram designed by **Lt Tom Paris** in which he performs repairs and modifications on 20th century automobiles, such as a Chevy Camaro. "Grease monkey" is ancient American slang for a motor vehicle mechanic. (*Starship Log*: 'Vis à Vis' [VOY]) **SEE FILES 29, 43, 71**



▲ **The U.S.S. ENTERPRISE NCC-1701-A was taken through the Great Barrier by Sybok, who believed he would find the mythic Sha Ka Ree on the other side.**

Great Barrier, the

An energy wall around the center of the Galaxy which was thought to prevent travel in or out until the **U.S.S. Enterprise NCC-1701-A**, under the command of **Sybok**, breaks through in 2287. (*Starship Log*: **Star Trek V: The Final Frontier**) **SEE FILES 5, 76**

Great Bird of the Galaxy, The

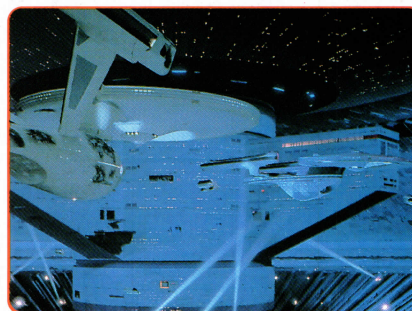
A mythical figure of good luck in the 23rd century, and perhaps later. (*Starship Log*: 'The Man Trap' [TOS]) **SEE FILE 68**

Great Depression

Name given to the era following the financial panic on Earth after the 1929 stock market crash. **Edith Keeler** provided food and shelter to the Depression's victims in New York. (*Starship Log*: 'The City on the Edge of Forever' [TOS]) **SEE FILES 7, 44, 68**

Great Experiment, The

Unofficial title of the **U.S.S. Excelsior NX-2000**, the vessel testing the possibility of replacing a standard warp drive with **transwarp** capabilities on **Federation** starships. The experiment was a failure, and the ship was refitted with a conventional warp drive. (*Starship Log*: **Star Trek III: The Search for Spock**) **SEE FILES 31, 74**



▲ **The U.S.S. EXCELSIOR NX-2000 was dubbed 'The Great Experiment' because of its transwarp technology. This radical upgrade would have opened up the Galaxy to further exploration.**